Creating New or Custom Occupations

You may want to create a new occupation for characters in *SkyRealms of Jorune*. While the original occupations evolved over several years of experimentation and playtesting, new players have different ideas of what makes a good Jorune adventurer.

Think about the skills a character would logically receive from an occupation. For example, it's reasonable that a klade member would gain skills related to his klade training, and it would make sense that most people on Jorune would have some familiarity with at least one weapon. It doesn't make sense for an Oriem Klade candy maker to also have skills in Earth-tec operation and modification or a bonus to a skill with a two-handed sword (unless he was making really *big* candies).

The following guidelines may help you generate new occupations.

1. Determine the name for the occupation class. Does it have a Jorune-based name or is it an occupation directly related to Earth?

2. Determine the education cost for the occupation. Allow approximately 15-20 points of skill for each point of cost.

3. Determine minimal characteristic requirements (usually no more than four characteristic requirements).

4. Determine any bonus points for characteristics or skill ranks (usually no more than three in each category).

5. Specify the skills that come with the occupation class. List them by name, difficulty, and the level at which the character receives the skill. Review the occupational skill listings (pages 10-14 in this booklet) for examples. Use the Skill Difficulties chart below to calculate the exact point value so you can maintain fairness in creating the occupations (keep in mind the approximate 15-20 points per point of cost for the occupation). You may offer less for extremely valuable skills.

SKILL DIFFICULTIES					
	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

Use this chart for cost guidelines.

Type	Example	Minimum Cost
Laborer	*Physical* Miner, fisherman, etc.	8 points
	Mental Clerk, student, etc.	9 points
Group	Military, yord, etc.	10 points
Individual	Doctor, crystal cutter, etc.	12 points
Technical	Earth-tec operator, repair, etc.	12 points

To create skills that do not exist, define the skill and determine the capability of the character at the four levels of ability (Unfamiliar, Familiar, Experienced and Seasoned).

For example, to create a **Librarian**, you would charge a minimum of 9 points and offer up to 180 points in skills. Logically, your librarian would receive Information Search, Bureaucracy, History, Lore, and high language skills. You may want to create **Publishing**, which allows the character to repair or create books, pamphlets or newspapers; or **Filing**, the ability to store and retrieve publications, documents or items. This offers the character a lot of information, but will not give him a lot of practical experience in *using* the information. It might make sense that a librarian might carry a knife, but it doesn't make sense for a librarian to gain a 16 skill in spear.

Similarly, a **Harvester** can drive and repair an Earth-tec durlig planter/aerator/cultivator. You may want to create skills like **Mechanical Agriculture** or **Irrigation**. The harvester would receive custom skills, plus Earth-tec (Basic), Earth-tec (Adv.), Geology, etc., but he probably wouldn't learn a lot of languages or Geography.

Not all skills need to be combat oriented. The sholari makes the final decision and your player can either accept the offer, or choose one of the prepared occupations.

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If you create new occupations, we'd like to know about them. Maybe your occupation will appear in a future support book for *SkyRealms of Jorune*.